

Basketball Rules

1. Any team without a minimum of five players 10 minutes (i.e. 7:20 pm) after the game is scheduled to begin, will lose by default. A default score is 40 – 0.
2. Games will consist of two, 20 minute running time halves with a five minute halftime. The last 2 minutes will be stop time unless the point differential is greater than 10 at the 3 minute mark.
3. Overtime will be two minutes stop time. There will be no intermissions between the end of the game and overtime, or even a second overtime, etc.
4. Each team will be allowed one, 30 second timeouts per half, one 30 second timeout during overtime. Timeouts stop the clock. These are non-transferable.
5. Substitutions must make the referee aware that they are entering the court. Substitutions can only occur on a stoppage in play
6. A double bonus situation will occur after 10 team fouls per half (In the last two minutes of a close game, meaning 10 point difference or under, after two fouls the other team will be in bonus).
7. Two technical or two flagrant fouls will also result in ejection from the game. A flagrant and a technical are ejection grounds as well.
8. A technical foul will constitute two foul shots by the opposition and possession of the ball. Each technical will count against the total team fouls per half and individual personal fouls.
9. Any player ejected from any game with two technical fouls or two flagrant fouls will receive an additional game suspension. This suspension may be increased at the discretion of the Intramural Coordinators.
10. The ball was first be held by the official and handed back to the player to begin play.
12. All jewellery must be removed prior to participation.
13. When lining up for a free throw, players surround larger key.
14. 3 point line is the outside line for men and women.
15. Offensive three in a key occurs when an offensive player in standing in the key longer then 3 seconds without making a move to the basket.
18. Half court violation is 8 seconds
19. On a free throw, only people surrounding key can play off release; the shooter and the people surrounding the 3 point line play off the rim.
20. No time outs on live balls.
21. All tied games result in 2 minute overtime.
22. All players must present their valid ID during random one-card checks.
23. Each team must consist of 5 players to begin the game, if an injury occurs during the game and this player is unable to continue playing, the game may continue without a default.
24. Fair play - If a team is up by 20 points or more they must drop back to half after a bucket and change in possession and no longer can full court press

PLAYOFFS

1. All players must participate in at least two regular season games in order to be eligible for playoffs.
2. All players must present valid ID in order to participate in playoffs.